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EXPERIENCE CHART

Remove free feats?

Total XP	Level	Ability Scores	Character Points	Total Points	Maximum Ranks (1-15)	Feats Known	Maximum Ability Scores
0	1	+2 to 2	50	50	1	2	24
1,000	2		+10	60	1	3	24
2,250	3		+10	70	1	3	24
3,750	4		+10	80	2	4	24
5,500	5		+10	90	2	4	30
7,500	6		+10	100	3	4	30
10,000	7		+10	110	3	4	30
13,000	8		+10	120	4	5	30
16,500	9		+10	130	4	5	35
20,500	10		+10	140	5	6	35
26,000	11	+1 to all	+20	160	5	7	35
32,000	12		+10	170	6	7	35
39,000	13		+10	180	6	7	40
47,000	14		+10	190	7	8	40
57,000	15		+10	200	7	8	40
69,000	16		+10	210	8	9	40
83,000	17		+10	220	8	9	45
99,000	18		+10	230	9	10	45
119,000	19		+10	240	9	10	45
143,000	20		+10	250	10	11	45
175,000	21	+1 to all	+20	270	10	12	50
210,000	22		+10	280	11	13	50
255,000	23		+10	290	11	13	50
310,000	24		+10	300	12	14	50
375,000	25		+10	310	12	14	55
450,000	26		+10	320	13	15	55
550,000	27		+10	330	13	15	55
675,000	28		+10	340	14	16	60
825,000	29		+10	350	14	16	60
1M	30		+10	360	15	17	60

ARCHETYPES

At 1st level, choose an archetype and pick a class ability.

STRIKER

SNEAK ATTACK

Once per round, when you have combat advantage against an enemy an attack you make against that enemy deals extra damage if the attack hits. You decide whether to apply the extra damage after making the damage roll. As you advance in level, your extra damage increases.

Level Sneak Attack Damage

Heroic	+2d6
Paragon	+3d6
Epic	+5d6

TARGET QUARRY

Once per turn as a minor action, you can designate the nearest enemy to you that you can see as your quarry. Once per round, you deal extra damage to your quarry. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry. You can designate one enemy as your quarry at a time.

Level Target Quarry Attack Damage

Heroic	+2d6
Paragon	+3d6
Epic	+3d6

CONTROLLER

TOTAL DOMINATION

You can designate one creature you have used a power upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your (Ability Score) modifier.

PATIENT ONE

You can choose to extend the duration of an effect created by an at-will power that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.

DEFENDER

COMBAT CHALLENGE

In combat, it's dangerous to ignore a you. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

EMPATHY

At-Will (Special) ♦ Divine, Healing

Minor Action

Melee Touch

Target: One Creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one

Special: You can use this power (ability score modifier) times per day.

LEADER

VALOUR

Once per round, when any ally within 5 squares of you reduces an enemy to 0 hit points or bloodies an enemy, you can grant temporary hit points to that ally as a free action. The number of temporary hit points equals your level X2.

LIFEGUARD

Gain +1 rank of healing (or rank one if you don't have it already).

Character Creation Quick Guide

1. Determine level. Your level gives your base hit points and healing surges, maximum ranks for powers, and a bonus (1/2 your level) to most rolls.
2. Determine starting character points. Set by the campaign's power level.
3. Ability Scores. Standard Array: 16, 14, 13, 12, 11, 10. Assign a +2 bonus to two ability scores. (see Enhanced Ability (page XX).
4. Hit Points: 12 + Constitution Score. 8 + Con mod. Per level. (See. Vitality page XX)
5. Healing Surges: 5 + Constitution Modifier (See. Vitality page XX)
6. Defenses: Gain a +2 Bonus to a defense. (Misc. Modifier)
7. Skills: Choose any 4 skills to be trained in. (See Skilled page XX)
8. Pick 2 Feats (Extra feats can be bought for 2 points.)
9. Buy Powers. The GM will let you know how many points to spend.

Increasing Die Types

1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d8 > 2d10 > 2d12

Damage Types

Damage Type: Many powers create energy or a substance that deals damage to their targets.

Acid: Corrosive liquids.

Cold: Ice crystals, arctic air, or frigid liquid.

Fire: Explosive bursts, fiery rays, or simple ignition and some plasmas.

Force: Invisible energy formed into incredibly hard yet nonsolid shapes.

Lightning: Electrical energy, and some plasmas.

Necrotic: Purple-black energy that deadens flesh and wounds the soul. Also Radiation.

Poison: Toxins that reduce a creature's hit points.

Physical: Smashing and Cutting damage.

Psychic: Effects that target the mind.

Radiant: Searing white light or shimmering colors.

Thunder: Shock waves and deafening sounds.

Weapon: Melee weapons and physical, cutting or crushing power.

Ballistic: Firearms and munitions damage.

Maximum Rank

Most powers have 15 ranks (so half your level is the maximum number of ranks). However, some powers, such as telepathy only have 10 ranks, in this case the maximum number of ranks is equal to one third your level.

If you take at least one power flaw (see page XX), you can increase your maximum ranks in a power by 1.

The power Enhanced Ability can overcome these limits, and you can buy as many ranks as you like, up to the maximum defined by your level.

Buying Feats

You can purchase a feat for 2 points, adding to the amount you get from your level. This includes power feats.

ATTRIBUTES

ACQUIRING ATTRIBUTES

Players use Character Points (CP), to acquire all attributes within the game. Attributes are split into two categories, powers and characteristics.

The varying strength of attributes are measure by rank. Most attributes are ranked between 1—15, however some attributes have a maximum rank of 10 (such as Telepathy).

Each attribute has a differing cost per rank, with more powerful abilities and resources have a higher cost per rank, than less useful powers.

POWERS

Powers are superhuman abilities that separate your character from the rest of the population, like super-strength, flight, or power blasts.

CHARACTERISTICS

Characteristics are mundane talents or resources, such as money, henchmen, or a secret base.

COST

Each character power's cost is modified Extras, Flaws, PMV's and Power Feats. Extras and Flaws increase and decrease the cost of a power *per rank*. PMV's and Power Feats cost 2 points per rank. The following formula will give you the final cost of a power or characteristic.

Power Cost = (Base cost + Extras—Flaws) X rank
+ Power Feats and PMV's.

PMV'S

PMV's, or Power Modifier Values are attached to certain powers, that adjust how you can use your ability. The PMV's are: Area (Blast), Area (Burst), Range, Duration and Targets. When you purchase a power, its entry will tell you what, if any, PMV's your power uses.

For example, Craig has Teleport rank 4. When he creates

his power, he decides to spend a few extra points on PMV's to round out his power. He needs the range PMV for teleport to be effective at all, and he decides to put 4 ranks in range—giving him a combat teleport range of 50 squares, enough to get him quickly around most battlegrounds. Seeing that he has a few points left over, he decides that he's like to be able to take someone with him, so he assigns 2 CP to buy the Targets PMV at rank 1, so he can take up to 2 other with him.

PROGRESSION TABLES

Some powers use the Progression Tables to track how they advance. Most of the time, your rank is equal to rank in that power. Sometimes, you have to buy the progression up, which cost 2 points (as a Power Feat).

HOW TO READ A POWER

COST

This tells you how much the Attribute costs per rank. This is usually between 1 and 10, with more powerful abilities costing more.

TYPE

This will tell you if the Attribute is a Power or a Characteristic.

EFFECTS

The Powers effect tells you what the power actually does. Some powers have multiple effects. See Below to Describe the different effects:

HEALING

Healing effects heal the target in some way, restoring hit points, or curing diseases and illnesses.

Examples: Healing, Regeneration,

ATTACK

Attack power disable, damage or hamper a foe in battle. All attack power require an attack roll, usually require a standard action and have an instant duration.

Examples: Special Attack, Obscure, Natural Weapons.

DEFENSE

Defense powers protect you or your allies from harm. Most defense Powers have a permanent duration.

Examples: Special Defense, Protection, Immunity.

ALTERATION

Alteration powers involve change or transformation, usually of the characters form, although often it can affect others as well.

Examples: Alternate Form, Density, Duplication.

MOVEMENT

Movement powers all the character to get around in certain ways. As the name suggests movement powers are a move action.

Examples: Speed, Teleport, Flight.

MENTAL

Mental effects influence the mind. Mental effects are hard to notice, a successful insight check can be made to notice them however. Character with Super-senses (Mental Awareness), automatically notice the use of Mental effects within range.

Examples: Telepathy, Mind Shield, Mind Control.

SENSORY

Sensory effects enhance or alter the senses. Some sensory effects improve the user's senses while others grant new senses or fool the senses in some way.

Senses are grouped into *sense types*, descriptors for how different sensory effects work. The different sense types, and the senses included in them, are:

Visual: normal sight, darkvision, infravision, low-light vision, microscopic vision, ultravision, X-Ray vision.

Auditory: normal hearing, blindsight (sonar), ultrasonic hearing.

Olfactory: normal smell and taste, scent.

Tactile: normal touch, blindsight (vibration), tremorsense.

Radio: blindsight (radar), radio.

Mental: blindsight (mental), ESP, mental awareness, Mind Reading, Precognition, Postcognition.

Special: the catchall for other sensory descriptors not given above, including unusual senses or exotic descriptors like cosmic, gravitic, magical, and so forth.

Examples: Super-Senses, Invisibility, Illusion.

TRAIT

Trait effects directly change another in game statistic, such as Ability score, Skills and Feats.

Example: Enhanced Ability, Skilled, Exploit.

GENERAL / UTILITY

General power effects don't fit into any particular category. They're not governed by any special rules other than those given in the effect's description.

Examples: Create Object, Device, Quickness.

ELEMENTAL



Elemental powers, represent control over different aspects of the environment, physics or reality. In many ways elemental powers are similar to General powers, and frequently hamper foes like attack powers. Common element types include: Fire, Ice, Wind, Water, Gravity, Magnetism, Light, Sound, Plants, Friction, Vibration, Electricity.

Examples: Electrical Control, Light Control, Cold control.

ACTION

This section describes the type of action it takes to activate or use your power. All powers come under the following types of actions: Standard, Move, Minor, Immediate Interrupt, Immediate Reaction Free or No action.

DURATION

Duration will tell you how long the power lasts. Duration is usually used for powers or ability that don't require any attention to prolong, otherwise the character must spend an action to sustain the power. The following is a list of durations—

Instant

Your power takes its full effect when it is used, and the action is completed in a single turn, although the effects may linger (such as ongoing damage).

Sustained (Free, Minor, Move, Standard)

These powers require an action to keep in effect each round. The action type needed to continue the effect is presented in parenthesis.

Continuous

The effect is sustained as a free action requiring little to no concentration on your part. Once activated, continuous powers stay in effect until you power them down. In contrast to a power that can be sustained with a free action, these powers remain active even if the character is stunned or knocked unconscious.

Permanent

Permanent power cannot be turned off, even if you want to.

ABILITY SCORE

This section tells you what the default linked ability score is for a particular power or ability. You can change this to a different ability with GM permission, as befits the powers specific in game mechanics.

Some powers say chosen, which means that you choose the relevant ability score when you create the power.

PMV'S

This tells you which if any, PMV's are relevant to your power. Some powers require a PMV to function, other powers can use them but don't have to. For example, Teleport needs the Range PMV in order to determine maximum range of a power, but you can choose the Targets PMV to be able to affect more than yourself.

PROGRESSION

This tells you which progression table to use to determine specific values of your power, such as how much you can lift. The progression charts are: Slow, Medium, Fast, Time and Factor.

USE

This section provides information on how often you can use your power, either as a daily, encounter or at will. Some powers will list the use as special, which does not fit into the above categories.

PMV'S

Power Modifier Value Table					
Rank	Range	Duration	Targets	Area (Burst)	Area (Blast)
0	Melee/ Touch	Instant	Self	Pint Point	Pinpoint
1	5 Squares	1 Round	2	2	3
2	10 Squares	5 Rounds	4	3	5
3	20 Squares	1 Minute	8	4	7
4	50 Squares	10 Minutes	10	5	9
5	100 Sq.	1 Hour	25	6	11
6	500 sq.	12 Hours	50	7	13
7	1km	1 Day	100	8	15
8	10km	3 Days	500	9	17
9	50km	1 Week	1,000	10	18
10	100km	2 Weeks	5,000	100m	250m
11	1,000km	1 Month	25,000	250m	500m
12	5,000km	3 Months	50,000	500m	1km
13	50,000km	6 Months	100,000	1km	5km
14	100,000km	1 Year	500,000	5km	10km
15	500,000km	5 Years	1,000,000	10km	20km

1 Square = 1
Meter

PROGRESSION TABLES

Progression Tables					
Rank	Time	Factor	Fast	Medium	Slow
0	0	0	0	0	0
1	3 Sec. (initiative 10)	x2	10	1	1
2	6 Seconds (1 Round)	x4	25	5	2
3	30 Seconds (5 Rounds)	x8	50	10	4
4	1 Minute (10 rounds)	x10	100	25	8
5	1 Hour	x25	500	50	15
6	1 Day	x50	10k	10	30
7	1 Week	x100	50k	500	60
8	1 Month	x500	100k	10k	100
9	1 Year	x1,000	250k	50k	1k
10	10 Years	x5,000	500k	100k	10k
11	100 Years	x25,000	100m	250k	25k
12	500 Years	x50,000	250m	500k	50k
13	1000 Years	x100,000	500m	100m	100k
14	10,000 Years	x500,000	1b	250m	250k
15	100,000 Years	x1,000,000	10b	500m	500k

HEALING POWERS 	
<u>HEALING</u>	4 PER RANK
<u>HEALING FACTOR</u>	4 PER RANK

ATTACK POWERS 	
<u>MASSIVE DAMAGE</u>	5 PER RANK
<u>NATURAL WEAPONS</u>	2 PER RANK
<u>POWER BLAST</u>	4 PER RANK
<u>SPECIAL ATTACK</u>	4 PER RANK

DEFENSE POWERS 	
<u>ABSORPTION</u>	5 PER RANK
<u>CONCEALMENT</u>	2 PER RANK
<u>DEFENSE COMBAT MASTERY</u>	4 PER RANK
<u>FORCE FIELDS</u>	4 PER RANK
<u>PROTECTION</u>	4 PER RANK
<u>INVISIBILITY</u>	4 PER RANK
<u>PHASING</u>	4 PER RANK
<u>IMMOVABLE</u>	4 PER RANK
<u>IMMUNITY</u>	4 PER RANK
<u>MIND SHIELD</u>	4 PER RANK
<u>NULLIFY</u>	2,4 OR 6 PER RANK
<u>SPECIAL DEFENSE</u>	4 PER RANK

ELEMENTAL POWERS 	
<u>COLD CONTROL</u>	4 PER RANK
<u>DARKNESS CONTROL</u>	4 PER RANK
<u>ELECTRIC CONTROL</u>	4 PER RANK
<u>GRAVITY CONTROL</u>	4 PER RANK
<u>LIFE CONTROL</u>	4 PER RANK
<u>LIGHT CONTROL</u>	4 PER RANK
<u>PLANT CONTROL</u>	4 PER RANK
<u>SONIC CONTROL</u>	4 PER RANK
<u>SPATIAL CONTROL</u>	4 PER RANK
<u>WEATHER CONTROL</u>	4 PER RANK

SENSORY POWERS 	
<u>DATALINK</u>	4 PER RANK
<u>OBSCURE</u>	1,2,3 OR 4 PER RANK
<u>SENSORY SHIELD</u>	2,3 OR 4 PER RANK
<u>SUPER-SENSES</u>	2 PER RANK

TRAITS POWERS 	
<u>DEFENSE COMBAT MASTERY</u>	4 PER RANK
<u>SKILLED</u>	2 OR 4 PER RANK
<u>VITALITY</u>	2 PER RANK

MENTAL POWERS 	
<u>ESP</u>	4 PER RANK
<u>ILLUSION</u>	4 PER RANK
<u>MIND CONTROL</u>	4 PER RANK
<u>TELEKINESIS</u>	2 OR 4 PER RANK
<u>TELEPATHY</u>	1-3 PER RANK

MOVEMENT POWERS 	
<u>FLIGHT</u>	4 PER RANK
<u>HYPERFLIGHT</u>	4 PER RANK
<u>LEAPING</u>	4 PER RANK
<u>SPEED</u>	2 PER RANK
<u>SUPER-MOVEMENT</u>	2 PER RANK
<u>SUPER-SPEED</u>	6 PER RANK
<u>TELEPORT</u>	4 PER RANK
<u>TIME CONTROL</u>	9 PER RANK

ALTERATION POWERS 	
<u>ALTERNATE FORM</u>	4 PER RANK
<u>BOOST (RESTRICTED)</u>	2,3,4,5 OR 6 PER RANK
<u>DENSITY CONTROL</u>	6 PER RANK
<u>ELONGATION</u>	4 PER RANK
<u>GROWTH</u>	8 PER RANK
<u>MORPH</u>	4 PER RANK
<u>SHRINKING</u>	4 PER RANK

GENERAL / UTILITY POWERS 	
<u>ADDITIONAL LIMBS</u>	1 PER RANK
<u>COMMUNICATION</u>	2 PER RANK
<u>DUPLICATION</u>	4 PER RANK
<u>LUCK</u>	2 PER RANK
<u>MIMIC</u>	2 OR 4 PER RANK
<u>QUICKNESS</u>	4 PER RANK
<u>WEALTH</u>	3 PER RANK
<u>CREATE OBJECT</u>	4 PER RANK

ASORPTION (PHYSICAL) OR (ENERGY)



Cost: 5 points per rank

Type: Power

Effect: Defense

Action: Reflexive

Ability Score: Constitution.

PMV's: None

Progression: Linear

Use: Encounter

Duration: Sustain Minor

You can absorb a particular type of damage and use its energy to improve a trait or heal yourself. At creation you choose Physical or Energy, and Boost or healing.

You can absorb 4 damage per rank of Absorption, against an attack.

Once you have absorbed damage equal to a healing surge, you get a charge. Each charge gives you a rank of Boost (the type is chosen at power creation), or you can gain temporary hit points. The Temp. HP gained is 8 per charge. You can hold as many charges as you have ranks in Absorption, per encounter.

If you choose boost, it can temporarily give you a power you don't usually have (such as power blasts).

Absorption (Physical) is effective against the following damage types: Force, Physical, Ballistic, Weapon Poison and Acid.

Absorption (Energy) is effect against: Cold, Fire, Lightning, Necrotic, Radiant, Psychic and Thunder.

At the end of the encounter, any extra charges are lost.

POWER FEATS

Energy Conversion

You can convert absorbed energy from one type to another (sound into light, or kinetic energy into heat, for example). This allows you to absorb one type of energy and project another, if you have a Blast power (or if your Absorption Boost grants you a Blast power).

Slow Fade

This power feat reduces the rate at which your stored energy fades (see page XX).

EXTRAS

Both Types (+1 points per rank)

You absorb physical and energy damage, not just one or the other.

Energy Storage (+1 points per rank)

You can "store" absorbed energy. Each attack gives you energy equal to the damage bonus your Absorption stops. You can assign the Duration PMV to determine how long you can hold stored energy.

Power Magnet (+1 points per rank)

You can absorb energy from suitable sources (such as bonfires, generators, speakers, and so forth) at a distance (assign range PMV) with a ranged attack roll. It takes a standard action to absorb energy in this way. Reduce the power source's output that round by your power rank and gain energy equal to its rank or your power rank, whichever is less. This extra allows you to use Absorption to counter powers or the appropriate type at a distance and absorb their energy (see Countering Powers, page XX).

FLAWS

Limited (-2 points per rank)

Your Absorption affects only a specific type of energy, such as cold, electricity, heat, radiation, and so forth.

ADDITIONAL LIMBS



Cost: 1 Points per rank

Type: Power

Effect: Alteration

Action: None.

Ability Score: Strength, Constitution.

PMV's: None.

Progression: Slow Progression Chart.

Use: At Will

Duration: Permanent

You have one or more additional limbs, such as arms, legs, tentacles, or a prehensile tail. You have one extra limb at rank 1. Each additional rank moves the number of extra limbs one step slow progression table.

Depending on the nature of you're your limbs your gain a +1 bonus to a particular type of roll per rank including but not limited to: Athletics, Acrobatics, Thievery, Stealth, grapple, charge etc.

Your extra limbs are considered off hands (-2 penalty to attack).

POWER FEATS

Ambidextrous Limbs

Your additional limbs are all considered main hands, you ignore the off hand penalties.



ALTERNATE FORM



Cost: 4 points per rank

Type: Power (array)

Effect: Alteration

Action: Standard

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: At will

Duration: Continuous

You can take on a different form.

Your form is made up of 5 points per rank, to add any powers you wish.

It takes a standard action to power up.

See below for a list of suggested forms and associated powers:

Energy

You are made up of energy, such as fire or electricity. Apply your points to Special Attack, Flight, Immunity, Insubstantial 3, Special Attack (Aura), and Teleport (Medium -1).

Gaseous

You are a cloud of gas, like fog or mist. Apply your points to Concealment, Flight, Immunity, Insubstantial 2, and Special Attack (Suffocate).

Ghost

You are incorporeal and invisible, largely unaffected by the physical world. Apply your points to Concealment, Flight, Immunity, and Insubstantial.

Liquid

You are made up of liquid (such as water) apply your points to Special Attack, Concealment (Limited to underwater -1), Elongation, Immunity, Insubstantial, Suffocate, and Swimming.

Particulate

Your body is composed of a granular or particulate substance like sand, dust, salt, and so forth. Apply your points to Special Attack, Elongation, Immunity, Insubstantial 1, Strike, and Super-Movement (slithering).

Shadow

You transform into a living shadow. Apply your points to Concealment (visual, Limited to areas of shadow -1), Fatigue chilling touch), Immunity, Insubstantial 4, and Super-Movement (slithering, wall-crawling).

Solid

You are made up of a hard substance like stone or metal. Apply your points to Density, Immunity, and Protection.

Swarm

Your "body" is actually thousands of other tiny creatures: insects, worms, even little robots. Apply your points to Special Attack, Flight, Immunity, Insubstantial 2, Strike, and Super-Movement (slithering, wall-crawling).

Two-Dimensional

You can flatten yourself to become almost infinitely thin. Apply your points to Concealment (visual, Limited to one side -1), Insubstantial 1 (for slipping through narrow spaces), Strike (Penetrating), and Super-Movement (slithering).

BOOST (RESTRICTED)



Cost: 2,3,4,5 or 6 points per rank

Type: Power

Effect: Alteration

Action: Standard

Ability Score: Chosen

PMV's: Duration

Progression: Linear

Use: At will

Duration: Sustain Free **Range:** Personal

You can temporarily boost a trait or power.

Each rank of boost increases the effective rank of a power by one, an ability score by 2, or a skill by 2.

When you choose this power, you must choose a linked trait or power that is activated through boost (this will alter the cost per rank). Any increases in Constitution provide you with temporary hit points.

Boost allows you to transcend the normal limits of a campaign's power level limit, by a maximum of 3 ranks or 10 ability score points. If the target does not normally possess that trait, they may temporarily gain it.

Assign the Duration PMV to determine the boosts duration.

When the boost wears off you are fatigued, until you take a short rest.

The cost per rank decides the full effects of your boost power:

At 2 points per rank, you can increase on single Trait, Power or Skill. You can take multiple traits or powers as power feats, but cannot benefit from more than one of those effects at time.

At 3 points per rank, you can boost all powers or traits with the same keywords (Ballistic, Radiant, Fire).

At 4 points per rank, boost affects all power of the same effect (attack, Movement, Mental), Or all skills.

At 5 points per rank, you can increase all of your powers at once.

At 6 points per rank, you can increase all your Ability scores at once.

COLD CONTROL	
Cost: 4 points per rank	
Type: Power	
Effect: Elemental	
Action: Standard	
Ability Score: Chosen	
PMV's: Area, Range (Burst)	
Progression: Medium Progression chart	
Use: At will	
Duration: Sustain Standard	

You can cause the temperature to drop, causing a zone of extreme cold.

Each rank gives a -1 penalty to rolls for creatures within the zone.

At rank 4+, you get an attack (See Below).

Use the Medium Progression Chart to determine how many degrees you can decrease the temperature by.

ALTERNATE POWERS

Suitable Alternate Power feats for this power include: Special Attack (cold or ice), Create Object (ice shapes), Obscure (visual, blinding snow), Alternate form (ice form).

RANK 4+ ATTACK POWER

You freeze the ground around you, forcing your enemies to slow their approach.

Encounter <> Cold

Standard Action **Area (Burst PMV)**

Target: All creatures in burst.

Effect: The area becomes difficult terrain until the end of the encounter. If during this encounter, a creature rolls a natural 1, they fall prone.

COMMUNICATION



Cost: 2 points per rank

Type: Power

Effect: Utility

Action: Standard

Ability Score: Chosen (Wisdom)

PMV's: None

Progression: Linear

Use: At will

Duration: Sustain minor

You can communicate over a distance using a medium other than your voice.

Choose a sense type as the medium for your communication (infrared, ultrasonic, radio, or mental communication, for example). You may also use a special sense type (neutrinos, gravitons, magical sending's, and so forth) noticeable only to the appropriate form of Super-senses (Detect).

Use the fast Progression chart to determine your maximum range in kilometers. Communication is instantaneous with any subject within your range. The recipient of your communication must be within range and have a means of perceiving your transmission (a receiver of some sort; a score of 1 or more in all mental abilities is all that's needed to receive Mental Communication). You can receive Communication of the same medium as your own. Receivers can choose to ignore your Communication, if they wish.

Communication is language-dependent; you and the subject must share a common language (see Comprehend to communicate across language barriers). Your Communication is point-to-point (sent to a single receiver within your range). Others with an acute sense able to detect your Communication medium can "listen in" on your transmissions with a Perception check (DC 15 + your power rank). The eavesdropper must be within normal sensory range of you or the receiver.

Your transmissions can be blocked or "jammed" by powers such as Dazzle or Obscure affecting your medium.

POWER FEATS

Selective

If you have the Area extra, you can choose which receiver(s) within range get your Communication, excluding everyone else. This allows you to go from a single receiver (point-to-point) to all potential receivers in range (omni-directional) or anywhere in between.

Subtle

Your Communication cannot be overheard" (it is encrypted, scrambled, or otherwise protected). If you apply the feat twice, your Communication cannot even be *detected* (that is, no one can tell you are even transmitting, much less what you're saying).

EXTRAS

Area (+1 points per rank)

You can broadcast an Omni-directional signal to every receiver within maximum range.

CONCEALMENT



Cost: 2 points per rank

Type: Power

Effect: Defensive

Action: Standard

Ability Score: Chosen (Dexterity)

PMV's: None

Progression: Linear

Use: At will

Duration: Sustain Move

You can blend in to your background, gaining stealth.

With a standard action, you gain concealment, and can make a stealth check.

Each rank gives a +2 bonus to stealth checks. Character with some Super-sense may be able to detect you, with a opposed power roll.

Anyone within 6 squares, with an acute sense (such as sight), can attempt to detect you.

POWER FEATS

Close Range

The “close range” where someone can sense your presence with an acute sense is 1 square rather than 6 squares.

FLAWS

Blending (-1 Points per rank)

You “blend” into the background. Your Concealment only functions as long as you don't move.

Limited (-1 points per rank)

Your Concealment only works under certain conditions, such as in fog, shadows, or in urban locales.

Partial (-1 points per rank)

Your power only provides partial concealment.

CREATE OBJECT



Cost: 2 points per rank

Type: Power

Effect: Utility

Action: Standard

Ability Score: Chosen

PMV's: Area, Range, Duration

Progression: Linear

Use: At will

Duration: Sustain Minor

You can form solid objects out of nowhere. They may be solidified energy, transmuted matter, ice, stone, or something else entirely, depending on your descriptors. You can create any simple geometric shape or common object (such as a cube, sphere, dome, hammer, lens, disk, etc.). The GM has final say on whether or not a particular object is too complex. Your objects can't have any moving parts more complex than a hinge. They can be solid or hollow, opaque or transparent, as you choose when you use the power.

You can create an object up to one 1 square cube in size per power rank with 4 Hardness per power rank. Created objects can be damaged or broken like ordinary objects

They also vanish if you stop sustaining them. You can repair all damage to a created object at will as a standard action, by spending a healing surge

A created object can provide cover or concealment (if the object is opaque) just like a normal object. Cover provided by a created object can block incoming attacks, but blocks outgoing attacks as well. Attacks hitting the covering object damage it normally. Indirect effects can bypass the cover a created object provides just like any other cover.

At rank 4+, as an encounter power you can trap a target inside a large enough hollow object (a cage or bubble, for example). Make an attack versus the targets Reflex Defense (or Fortitude). If you hit the target is Immobilized (save ends).

Dropping a created object on a target is treated like an Special Attack (see page XX).

POWER FEATS

Innate

You created Objects cannot be nullified,.

Precise

You can create objects with some complexity.

Progression (Stacks)

Each time you purchase this feat, increase the size of objects created by one square.

Stationary

You created objects hang immobile. They resist being moved as of they had 4 strength per rank.

Subtle

The Objects you create aren't noticeable (they look like normal objects or are invisible).

Tether

Objects you create move with you, maintaining their position relative to yours.

EXTRAS

Duration (+1 point per rank)

Your created objects last until destroyed or dismissed by you. Out of combat, you duration is considered Continuous.

Moveable (+1 Point per rank)

You can move your created objects around as if you had telekinesis at your rank.

DARKNESS CONTROL



Cost: 2 points per rank

Type: Power

Effect: Elemental

Action: Standard

Ability Score: Chosen (Wisdom)

PMV's: Area, Range, Duration

Progression: Linear

Use: At will

Duration: Sustain Standard

You can create zones of darkness.

The zone you create imposes a -1 penalty to all tasks with the zone, per rank.

At rank 4+, you gain an encounter power (see below).

You can also use the darkness to provide you with concealment in low light settings.

ALTERNATE POWERS

Alternate Powers: Suitable Alternate Power feats for this power include: Blast, Create Object (shadow constructs), ESP (visual and auditory, Medium: darkness or shadows -1), and Teleport (Medium: darkness or shadows -1). Special attacks (Dazzle, Drain, Snare).

RANK 4+ ATTACK POWER

You form your shadows into a savage mien. Within the darkness, you bring your victims darkest fears to life.

Encounter <> Fear

Standard Action

Area (Burst PMV)

Target: All creatures in burst.

Attack: Charisma vs. Will

Hit: Targets move their base speed +2 away from you. If used against a character with any mental defects (such as Phobia's), they are also stunned, until the end of your next turn.

SPECIAL DEFENSE

Cost: 4 points per rank

Type: Power

Effect: Defense

Action: Immediate (interrupt, reaction)

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: See Text

Duration: Instant

Special Defense provides you with a defensive power, usually an Immediate Interrupt or Immediate Reaction.

Rank 1 gives you a technique for free. Additional techniques cost 4 points each.

TECHNIQUES

BRACE YOURSELF (ENCOUNTER)

Encounter <> (Choose Keywords)

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: Gain a +1 bonus per rank to a defense, until the end of your next turn.

SHIFTY (AT-WILL)

At-Will <> (Choose Keywords)

Immediate Interrupt **Personal**

Trigger: You are damaged by an attack.

Effect: Shift 1 square per rank.

CRIT SHIELD (ENCOUNTER)

Encounter <> (Choose Keywords)

Immediate Interrupt **Close Burst 5**

Trigger: You or an ally gets critted.

Effect: The attack deals damage as if weren't a crit.

HEAL UP! (ENCOUNTER)

Encounter <> (Choose Keywords, Healing)

Immediate Interrupt **Personal**

Trigger: An attacks hits.

Effect: You can spend a healing surge before the damage is applied. Add your ranks to the amount restored.

BREAK HOLD (ENCOUNTER)

Encounter <> (Choose Keywords,)

Minor Action **Personal**

Trigger: You are under an effect that a saving throw can remove.

Effect: Make a saving throw with a bonus equal to your rank.

UNTOUCHABLE (DAILY)

Daily <> (Choose Keywords)

Minor Action **Personal**

Trigger: You are under an effect that a saving throw can remove.

Effect: The effect ends.

STAY CONSCIOUS (ENCOUNTER)

Encounter <> (Choose Keywords,)

Immediate Reaction **Personal**

Trigger: An attack reduces you to 0 HP.

Effect: You do not fall unconscious. You can say awake for one turn per rank.

RESIST ATTACK (ENCOUNTER)

Encounter <> (Choose Keywords,)

Immediate Reaction **Personal**

Trigger: AnYou are damaged by (type) damage.

Effect: Gain resist 4 per rank of that damage type until the end of your next turn.

RESIST ATTACK (ENCOUNTER)

Encounter <> (Choose Keywords,)

Immediate Reaction Personal

Trigger: An enemy makes an opportunity attack against you.

Effect: You deal 2 damage for every rank in special defense to the triggering target.

TURN LUCK (ENCOUNTER)

Encounter <> (Choose Keywords,)

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effect: Make the creature re-roll, and take the lowest.

GLANCING BLOW (ENCOUNTER)

Encounter <> (Choose Keywords,)

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effects: The target take a -1 penalty to their attack roll, for each rank of special defense.

TELEPORTING DODGE (DAILY)

Prerequisites: Teleport Rank 4+

Daily <> (Choose Keywords)

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effect: You take no damage, and teleport anywhere with range.

MENTAL AWARENESS (DAILY)

Prerequisites: Mind Shield 4+

Daily <> (Choose Keywords)

Immediate Reaction Personal

Trigger: You are targeted by a Mental effects.

Effect: The attack against you misses, and you are become aware of your attacker, even if the power is undetectable.

GHOST DODGE (DAILY)

Prerequisites: Insubstantial 4+

Daily <> (Choose Keywords)

Immediate Reaction Personal

Trigger: An attack hits you.

Effect: You take no damage and become insubstantial until the end of your next turn.

QUICK REACTION (DAILY)

Prerequisites: Super-speed 4+

Daily <> (Choose Keywords)

Immediate Reaction Personal

Trigger: An attack damages you.

Effect: You get an action (a minor, move or standard).

Shrinking Dodge (immediate Reaction) (Daily)

Pre-requisite: Shrinking rank 1+

Trigger: You are hit by an attack, while at full size.

Effect: The attack misses, and you immediately shrink down to your minimum size.

Awareness (immediate Reaction) (Encounter)

Trigger: An attack is made against you with combat advantage.

Effect: Cancel combat advantage.

Create Shield (immediate Reaction) (Encounter)

Pre-requisite: Object Creation rank 1+

Trigger: You are targeted by an attack.

Effect: You can create an object in front of you, giving you cover against this attack. Add your ranks in Special Defense to your AC and Reflex Defenses.

Still Standing (Immediate Reaction) (Daily)

Trigger: An attack damages you.

Effect: Take half damage.

WEALTH



Cost: 3 points per rank

Type: Characteristic

Effect: General / Utility

Action: None

Ability Score: None

PMV's: None

Progression: Linear.

Use: None

Duration: None

With this Characteristic, you have access to a large amounts of money.

You start with \$10,000, and each rank moves this amount up the Factor Table.

DEFENSE COMBAT MASTERY



Cost: 4 points per rank

Type: Characteristic

Effect: Trait

Action: (Chosen)

Ability Score: None

PMV's: None

Progression: Linear.

Use: None

Duration: Permanent

You can increase one of your defenses (AC, Fortitude, Reflex and Will), by 1 per rank.

You can Take Defense Combat Mastery Multiple times, one for Each save. Example: Defense Combat Mastery Rank 6 (+3 AC, +3 Fort).

SPECIAL ATTACK



Cost: 4 points per rank

Type: Characteristic

Effect: Attack

Action: Standard

Ability Score: Chosen

PMV's: None

Progression: Linear.

Use: See Text

Duration: Instant

Special Attack is a power that delivers some kind of superhuman attack. Special attack starts with a range of 5 squares (if it's a melee attack, take the Melee only flaw).

You need to assign ability score and defense for the attack roll, and will depend on the nature of the attack.

At rank 1, you get an At-will, Encounter and Daily power for free (see basic attacks).

Techniques give you another attack for a set cost.

When you create an attack power, you have to assign its keywords and Damage type (see page XX).

BASIC ATTACKS

At-Will <> (Choose Keywords)

Standard Action **Range 5**

Target: One Creature

Attack: (Ability) vs. (Defense)

Hit: 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.

Encounter <> (Choose Keywords)

Standard Action **Range 5**

Target: One Creature

Attack: (Ability) vs. (Defense)

Hit: 1d6 (per rank) + (Ability Score Modifier) (Type) Damage.

Daily <> (Choose Keywords)

Standard Action **Range 5**

Target: One Creature

Attack: (Ability) vs. (Defense)

Hit: 1d8 (per rank) + (Ability Score Modifier) (Type) Damage.

POWER FEATS

Accurate (stacks)

You gain a +2 bonus to hit with your attack per rank of this feat. You can take it once per tier.

Affects Incorporeal

Your special attack can also affect incorporeal or phased targets.

Concealable (Hand Held Weapons Only)

Your weapon is hard to find on your persons (-10 on checks). You automatically detect any attempts to pickpocket your weapon.

Enduring (Requires Area Affect Extra)

Your Area damaging effect can stay active for longer, it can be sustained as a Move action.

Reach (Melee only) (Stacks)

For each rank your melee attacks become reach +1. Stacks up to 3 times.

Indirect (Choose Cover or Concealment) (Stacks)

Indirect (Cover): 1 rank ignores cover. 2 Ranks ignore superior cover.

Indirect (Concealment): 1 rank ignores Lightly Obscured targets, 2 ranks Heavily Obscured, 3 Ranks Totally concealed.

Long Range (Ranged Only) (Stacks)

Your attacks have a range of 10 squares. 2 Ranks gives the attack a range of 20 squares.

Penetrating (Protection or Force field) (Stacks)

Choose Protection or Force Field. Each rank ignores 1 rank of Protection or force field.

Quake (requires Area Affect)

Your attacks create difficult terrain. 2 Ranks make the area very difficult terrain.

TECHNIQUES

AREA AFFECT-BURST (ENCOUNTER) 6 CP

Encounter <> (Choose Keywords)

Standard Action **Close Burst 2** (+1 per rank)

Target: All Creatures in Burst

Attack: (Ability) vs. Reflex

Hit: 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.

AUTO-FIRE (ENCOUNTER) 6 CP

Encounter <> (Choose Keywords)

Standard Action **Ranged 5**

Target: One Creature

Attack: (Ability) vs. Reflex

Hit: 1d6 (per rank) + (Ability Score Modifier) (Type) Damage.

Secondary Target: One Creature within range.

Hit: 1d6 (per rank) + (Ability Score Modifier) (Type) Damage.

AREA AFFECT - BLAST (ENCOUNTER) 6 CP

Encounter <> (Choose Keywords)

Standard Action **Close Blast 3** (+2 per rank)

Target: All Creatures in Blast

Attack: (Ability) vs. Reflex

Hit: 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.

ONGOING DAMAGE (DAILY) 8 CP

Daily <> (Choose Keywords)

Standard Action **Ranged 5**

Target: One Creature

Attack: (Ability) vs. (Defense)

Hit: 1d8 (per rank) + (Ability Score Modifier) (Type) Damage.

Effect: The target takes 1 ongoing damager for each rank in Special Attack (save ends).

CONTAGION (ENCOUNTER OR DAILY) 6 OR 8 CP

Encounter <> (Choose Keywords, Poison)

Standard Action **Range 5**

Target: One Creature

Attack: (Ability) vs. Fortitude

Hit: 1d6 (per rank) + (Ability Score Modifier) (Type) Damage.

Effect: The Target is sickened.

First Failed Save: The target is immobilized.

Second Failed Save: The target is unconscious.

Daily <> (Choose Keywords, Poison)

Standard Action **Close Burst 2** (+1 per rank)

Target: All creatures in burst.

Attack: (Ability) vs. Fortitude

Hit: 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.

Effect: The Target is sickened

First Failed Save: The target is immobilized.

Second Failed Save: The target is unconscious.

DRAIN BODY (DAILY) 8 CP

Daily <> (Choose Keywords)

Standard Action **Ranged 5**

Target: One Creature

Attack: (Ability) vs. Reflex

Hit: 1d8 (per rank) + (Ability Score Modifier) (Type) Damage.

Effect: The target is Weakened, until the end of your next turn.

DRAIN MIND (DAILY) 8 CP**Daily <> (Choose Keywords)**

Standard Action Ranged 5

Target: One Creature**Attack:** (Ability) vs. Reflex**Hit:** 1d8 (per rank) + (Ability Score Modifier) (Type) Damage.**Effect:** The target is Stunned, until the end of your next turn.**DRAIN SOUL (ENCOUNTER) 6 CP****Encounter <> (Choose Keywords)**

Standard Action Ranged 5

Target: One Creature**Attack:** (Ability) vs. Reflex**Hit:** 1d8 (per rank) + (Ability Score Modifier) (Type) Damage.**Effect:** The target is Dazed (save ends).**FLARE (ENCOUNTER) 6 CP****Encounter <> (Choose Keywords)**

Standard Action Ranged 5

Target: One Creature**Attack:** (Ability) vs. (Defense)**Hit:** 1d6 (per rank) + (Ability Score Modifier) (Type) Damage.**Effect:** The target is Blinded (save Ends).**KNOCKBACK (ENCOUNTER) 6 CP****Encounter <> (Choose Keywords)**

Standard Action Ranged 5

Target: One Creature**Attack:** (Ability) vs. Reflex**Hit:** 1d6 (per rank) + (Ability Score Modifier) (Type) Damage.**Effect:** The target is pushed 1 square per rank of Special Attack.**UNDETECTABLE (ENCOUNTER) 6 CP****Encounter <> (Choose Keywords)**

Minor Action Personal

Effect: Your next attack is made with combat advantage.**TANGLE (ENCOUNTER) 6 CP****Encounter <> (Choose Keywords)**

Standard Action Close Burst 2 (+1 per rank)

Target: All creatures in Burst**Hit:** 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.**Effect:** Targets are slowed (save ends).**RELIABLE (DAILY OR ENCOUNTER) 6 OR 8 CP****Effect:** Choose a Daily power. Add the Reliable Keyword (if you miss this power is not expended).**VAMPIRIC (DAILY) 8 CP****Daily <> (Choose Keywords)**

Standard Action Melee Weapon

Trigger: You are Grappling a creature.**Hit:** 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.**Effect:** You regain HP equal to the damage inflicted.**WRATHFUL VENGEANCE (ENCOUNTER) 6 CP****Encounter <> (Choose Keywords)**

Minor Action Personal

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your (Ability Score Modifier) as extra damage.

ZONE (DAILY) 8 CP

Daily <> (Choose Keywords, Zone)

Standard Action Close Burst 1

Effect: The burst creates a zone on the ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d4 (per rank) + your (Ability Score Modifier) (Type) damage.

Sustain: Minor. The Zone persists.

EMPOWERING STRIKE (DAILY) 8 CP

Daily <> (Choose Keywords)

Minor Action Melee Touch

Effect: Until the end of the encounter all attacks are made with an extra 1d damage. When you hit with attack you target takes a -2 penalty to a chosen defense, until the end of your next turn.

WALL (ENCOUNTER) 6 CP

Encounter <> (Choose Keywords)

Standard Action Wall 1 (+1 per rank)

Target: Any creatures that move through the wall, or who start their turns within the wall.

Attack: (Ability) vs. Reflex

Hit: 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.

SHIFTING STRIKE (AT-WILL) 4 CP

At-Will <> (Choose Keywords)

Standard Action Melee Weapon

Attack: (Ability) vs. (Defense)

Hit: 1d4 (per rank) + (Ability Score Modifier) (Type) Damage.

Effect: You can shift 1 square per rank.

FLAWS

Note: Flaws affect the cost per rank of special attack if it affects all your attacks. If it only applies to individual Attack powers, reduce the same amount from its cost.

Melee Only (-1 points)

All of your attacks are limited to melee range. You cannot take certain techniques, such as Area effects.

Inaccurate (-1 points per step)

You are not good at hitting things. You can take 1-3 ranks (each rank gives a -2 penalty to hit). You can only take one rank per tier.

Low Penetration (-1 point)

Your attacks bypass less resistance than normal. Reduce the damage by the opposing creature's resistance ranks.

No Damage (-3 points)

Your powers don't deal damage, but their effects are normal.

Reduced Damage (-2 points)

Reduce the attacks damage by a die type. You can have this up to 3 steps, one per tier.

TIME CONTROL



Cost: 9 points per rank

Type: Power

Effect: Movement

Action: Standard

Ability Score: Chosen

PMV's: Area, Range, Duration, Targets

Progression: Time Progression Table

Use: At will

Duration: Sustain Move

You can control the flow of time. For every rank in Time Control gives the following Benefits (although only one can be active at a time):

- +1 rank of super speed
- +1 rank of Special Attack (see attack below)

Additionally, you can travel through time. How far you can travel into the past or future is dependant on your rank, see the Time Progression Chart.

You can take any of the Super-speed power feats as Time Control power feats.

ATTACK POWER

You freeze the ground around you, forcing your enemies to slow their approach.

Encounter <> (Keywords)

Standard Action **Area (Burst PMV)**

Target: All creatures in burst.

Attack: (Ability Score) vs. (Defense)

Hit: 1d6 (per rank) + (ability Score Modifier) damage.

Effect: Targets in the area become slowed.

DENSITY CONTROL



Cost: 9 points per rank

Type: Power (Array)

Effect: Alteration

Action: Standard

Ability Score: Chosen (Constitution)

PMV's: None

Progression: Linear

Use: At will

Duration: Continuous

You can increase your mass, and therefore your Strength and durability. Density gives the following benefits, per rank:

- +1 Enhanced Strength (every rank) (+4 strength per rank)
- +1 Protection (every rank) (+4 DR / Rank)
- +1 Immovable (every rank) (-1 Forced Movement per rank)

Your mass moves one step up the Factor Table. Your additional Strength does not improve your Climb or Swim skills or the distance you can jump (since your mass also increases). You automatically fail Swim checks while Density is active at 3 ranks or more because of your negative buoyancy.

ALTERNATE POWER

Full Density Control

To be able to decrease your density as well, take insubstantial (page XX), as an alternate power.

DENSITY AND HARDNESS

The following is a rough guide to how strong (dense) a character is based on his rank and different substances:

Rank	Substance
1	Wood
2	Sandstone
3	Aluminum
4	Iron
5	Steel
6	Gold
7	Tungsten Steel (Folded steel)
8	Chromium
9	Boron
10	Kryptonite
11	Titanium
12	Diamond
13	Adamantine
14	Adamantium
15	Vibramium

TELEPORT



Cost: 4 points per rank

Type: Power

Effect: Movement

Action: Move

Ability Score: Chosen (Dexterity)

PMV's: Targets

Progression: Linear

Use: At will

Duration: Instant

Teleport allows you to travel from place to place without crossing the intervening space instantly.

In combat you can teleport 10 + your ranks in squares. Outside of combat, the Medium Progression chart determines your maximum Teleport distance, in kilometers.

Teleportation's default setting is conservation (speedy thing goes in, speedy thing goes out).

You can teleport a small amount of gear with you—up to 50kg.

You can only teleport to places that you can see, or that you know well, otherwise, there is a chance that you may teleport into an object. Take 1d4 damage per rank of teleport if you move into a wall.

POWER FEATS

Change Velocity

You can now end your teleport "at rest", meaning you can control your velocity out of a teleport.

Cargo (Stacks)

Each application moves the amount of cargo you can take with you one step up the Factor Progression chart.

EXTRAS

Turnabout (+1 points per rank)

You can split your teleports, allowing you to move in, attack, and move out, so long as you don't exceed your maximum Teleport distance.

Portal (+2 Points per rank)

Instead of a teleport you can create a portal in a square. The Portal remains open for your ranks in Teleport. Anyone can pass through the portal as a move action (or as a part of a move action). Assign the Area (Burst) PMV to increase the size of your portal.

Accurate (+2 Points per rank)

You can teleport blindly and never teleport inside an object. If you teleport into a square that is

FLAWS

Long Range (-1 points per rank)

You can only teleport using extended ranges, and it takes a standard action.

Medium (-1 Points per rank)

You require a medium for your teleportation, such as electrical or telephone wires, root structures, waterways, shadows, flames, mirrors, and so forth. You can only teleport from and to locations where your medium exists.

Short Range (-1 points per rank)

You cant make extended teleports.

WEATHER CONTROL



Cost: 2 points per rank

Type: Power

Effect: Elemental

Action: Standard

Ability Score: Chosen

PMV's: Range, Area, Duration.

Progression: Linear.

Use: At-Will

Duration: Sustain Standard

You are able to manipulate the weather, and create any type of weather for the climate you're in. You can use environmental effects to hamper your foes. Make an attack roll for everyone in the area, anyone who fails take a -1 penalty per rank to all rolls while inside the area.

At rank 4+, gain an at will attack, that deals 1d4 Lightning damage per rank, + ability score modifier.

ALTERNATE POWERS

The following powers are suitable as alternate powers: Wind Control: Telekinesis (Air), Enshrouding Fog (obscure).



TELEPATHY



Cost: 1—3 points per rank

Type: Power

Effect: Mental

Action: Standard

Ability Score: Intelligence

PMV's: Range, Area, Duration, Targets

Progression: Descriptive. See Text

Use: At-Will

Duration: Sustain Standard

For 1 point per rank, your telepathy is limited to a small group of creatures (e.g. Close Friends, Dogs, the guilty, Language dependant).

For 2 Points per rank, the power is usable on a large group of beings (e.g. Humans, Animals).

For 3 points per rank, your telepathy has universal utility.

To read a creatures mind, implant a suggestion, or emotion you have to make an attack roll. If the defender has ranks in Mind Shield higher than your telepathy you automatically fail the attack roll. If they have equal ranks of Mind Shield, both character roll opposed power use checks.

A character with rank 4 or higher can "copy" them mental skills of anyone's whose mind they can read. You are considered trained in that particular skill. Use the Time Progression chart to determine how long the skill is retained for.

ALTERNATE POWERS

The following powers are suitable as alternate powers: Illusion, Special Attack (Mental Blast, Drain Mind), Mind Control, Mind Switch, Astral Projection.

Each rank of this power bestows greater ability and finesse at being inside peoples heads. The following charts general ability using telepathy:

Rank 1: Empathy. You can sense strong feelings in targets.

Rank 2: Advanced Empathy. You start to be able to detect nuances in thought patterns, detecting lies and able to make accurate reading on peoples personalities. You can transmit weak/ subtle emotions to others.

Rank 3: Beginning Telecommunication. You can read a targets surface thoughts with concentration, and convey simple images and concepts. Such communication is often slow (a Standard Action) and basic, except between two telepaths of this rank, who can converse freely.

Rank 4: Intermediate Telecommunication. You can read surface thoughts with brief concentration (Minor Action). You can transmit strong emotions at this level.

Rank 5: Advanced Telecommunication. You can read surface thoughts with ease. You can communicate with all creatures conversationally, even compressing about 5 mins of conversation into a single round.

Rank 6: Extended Telepathy. You tap into the senses of your targets. You can implant a simple (non threatening) suggestions. You can begin to link a group mind.

Rank 7: Advanced Telepathy. You can start to tap into a targets subconscious. You are able to create a personal mindscape to explore.

Rank 8: Open Book. You can now read all of a targets mind - conscious and subconscious, and freely explore others mindscapes.

Rank 9: Omega Telepathy. You can inflict neural damage on targets, dealing 1d4 + intelligence modifier damage per rank, and ignores all armor and damage reduction. Mind Shield however, reduces the damage as if it were armor of its rank.

Rank 10: Omniscience. You can easily manipulate, read and rearrange the thoughts of others in range. You are able to wipe creatures entire memories, and implant them with entirely new personalities.

TELEKINESIS



Cost: 2 or 4 points per rank

Type: Power

Effect: Mental, Utility, Attack

Action: Standard

Ability Score: Intelligence

PMV's: Range, Area, , Targets

Progression: Fast Progression Chart (Kg's)

Use: At-Will

Duration: Sustain Standard

You can cause object to move without touching them. The greater number of rank allows a finer degree of manual dexterity (treat your rank X2 as a dexterity score). Objects can be moved with a move action up to 5 squares + 1 square for each rank in telekinesis.

At 4 points per rank you can move any matter.

At 2 points per rank you can move a particular type of matter: air, earth, fire, metal, water or wood.

The amount of weight you can lift is found on the Fast Progression Table in kilograms. You can push/drag twice this amount.

POWER FEATS

Fine Skills (Stacks)

You telekinesis has a greater degree of control than usual. For each application of this feat increase or telekinesis's dexterity score by 5. Fine skills stacks up to 3 times (one per tier).

EXTRAS

Force Grip (+1 points per rank)

You can use you telekinesis to directly constrict a target. Use your telekinesis skill as an grab attack. If the attack is successful, the target takes 1d4 damage per rank of telekinesis + Intelligence modifier.

ELEMENTS

Air

You can move only air or gasses. Every cubed meter of air weighs about 1.2 kgs, for the effect of filling a area or room with gas. Alternately you can vacate gasses from a space.

Earth

You can only move sand, dirt rocks, etc. You cannot affect worked metals. About 1700kgs fill a cubic meter (solidly packed).

Fire

You can control existing flames, directing them fueling them, or diminishing them. You area PMV determines the size of a fire you can control.

Metal

Your power works only on metal. A cubic meter of steel weighs about 7850kgs.

Water

You can control lift and direct water (freshwater and seawater only). A cubic meter weights a ton (1000kg).

Wood

You can control living or dead wood. Oak wood has a density of about 800kg per cubic meter.

SUPER-SENSES



Cost: 2 points per rank

Type: Power

Effect: Sensory

Action: Standard

Ability Score: Chosen

PMV's: See Text.

Progression: Linear

Use: At-Will

Duration: Permanent

One or more of your senses are enhanced. Each rank gives you one of the following effects. Some options require more than one rank, noted in their descriptions.

Super-senses comes in two different types, Enhanced Senses and Additional senses. At creation, if you are enhancing a particular sense, choose the sense at power creation. For additional senses, a certain amount of ranks must be purchased and the additional sense is added, there is no cost per rank.

Each rank provides a +1 bonus to perception or insight skills, where relevant.

ENHANCED SENSES

Accurate

You can use a sense to pinpoint something's exact location. You can use an accurate sense to target something in combat (ignoring certain penalties).

Acute

You can sense fine details about anything you can detect with a particular sense. Visual and auditory senses are acute for humans. For example a character with Acute Smell would be able identify people by smell.

Extended

You have a sense that operates at greater than normal range. Your range increment with the sense is increased by the Factor chart, increasing accordingly with rank.

Radius

Your sense extends in a 360° radius around you. Your range is equal to the Area (Blast) PMV, although this simply increases with your rank, it doesn't need to be purchased separately.

ADDITIONAL SENSES

Awareness (1 Rank)

You are able to sense powers with a particular descriptor or effect, with a successful Perception Check. Examples: Cosmic Awareness, Divine Awareness, Magical Awareness, Mental Awareness.

Blindsight (4 Ranks)

Using a non-visual sense type (chosen when you take this effect), you can maneuver as well as a sighted character. Obscure effects are irrelevant to you unless they specifically affect the sense type you use (such as Obscure Radio against a radar sense). You can make Notice checks using Blindsight, but you cannot distinguish fine detail or colors (Blindsight is accurate, but not acute.)

Communication (1 Rank)

You have a link with a particular individual, chosen when you acquire this option, who must also have this power. The two of you can communicate over any distance like a use of the telepathy power. Choose a communication medium when you select this option. You are also able to sense the health and emotional status through the link.

Danger Sense (1 Rank)

You cannot be surprised and take your actions as normal during a surprise round.

Darkvision (2 Ranks)

You can see in pitch blackness. Even through the Obscure power if it has a Darkness or Shadow origin. Darkvision is in back and white.

Detect (1 Rank)

You are able to detect the presence of a specific element, object or person. E.g. Mutants, Aliens, Fire, Excalibur.

Direction Sense (1 Rank)

You always know what direction north lies in and can retrace your steps through any place you've been.

Distance Sense (1 rank)

You can accurately and automatically judge distances.

Infravision (1 Rank)

You can see in the infrared portion of the spectrum, allowing you to see heat patterns. Darkness does not provide concealment for objects differing in temperature from their surroundings. If you have the Track option, you can track warm creatures by the faint heat trails they leave behind.

Low-Light Vision (1 rank)

You can see twice as far in low-light conditions as normal.

Microscopic Vision (1–4 Ranks)

You can view extremely small things. You can make Search checks to see tiny things in your own area. This costs 1 rank for dust-sized objects, 2 ranks for cellular-sized, 3 ranks for DNA and complex molecules, 4 ranks for atomic-sized. The GM may require a Knowledge skill check, particularly Knowledge (physical sciences) to interpret what you see.

Postcognition (4 ranks)

You can perceive events that took place in the past (use the Time Progression Table to determine how far back you can see). You can make an Insight checks to pick up on past information in an area or from a subject. The GM sets the DC for these checks based on how obscure and distant in the past the information is, from 15 (for a vague vision that may or may not be accurate) to 30 (for near complete knowledge of a particular past event as if you were actually present). Your normal (present-day) senses don't work while you're using Postcognition; your awareness is focused on the past. Your postcognitive visions last for as long as you concentrate.

Precognition (4 Ranks)

You can perceive events that *may* happen in the future. Your precognitive visions represent *possible* futures. If circumstances change, then the vision may not come to pass. When you use this ability, the GM chooses what information to impart. Your visions may be obscure and cryptic, open to interpretation. The GM may require appropriate Insight skill checks for you to pick up on particularly detailed information, with a DC ranging from 15 to 30 or more. The GM can also activate your Precognition to impart specific information to you as an adventure hook or plot device. Your normal (present-day) senses don't work while you're using Precognition; your awareness is focused on the future. Your precognitive visions last as long as you concentrate.

Radio (1 Rank)

You can "hear" radio frequencies including AM, FM, television, mobile, police bands, and so forth. This allows you to pick up on Radio Communication.

Scent (1 Rank)

You can detect and identify individuals by scent alone, although you cannot determine things like exact location, only their presence or absence (your sense of smell is acute, but not accurate).

Time Sense (1 Rank)

You always know what time and date it is and can time events as if you had an accurate stopwatch.

Tracking (1 Rank)

You can follow trails and track using a particular sense. The basic DC to follow a trail is 10, modified by circumstances, as the GM sees fit. You only move at half normal speed while tracking. For 2 ranks, you can move at full normal speed while tracking, for 3 ranks you can move all-out while tracking.

Tremorsense (3 Ranks)

You can accurately feel the location of moving objects in contact with the same surface as you (such as the ground). If used underwater, you can feel objects moving through the water all around you, like a Radius sense.

Ultra-Hearing (1 rank)

You can hear very high and low frequency sounds, like dog whistles or ultrasonic signals.

Ultravision (1 rank)

You can see ultraviolet light, allowing you to see normally at night by the light of the stars or other UV light sources.

X-Ray Vision (4 Ranks)

You can see through solid objects as if they weren't there (such objects provide no concealment to you). You can't see through lead.

Life Force (4 Ranks) (Medicine Skill)

You can sense life energy. You can learn the following from any creature within range: Hit Points (Current and Total), Healing Surges, Age, any Diseases or illnesses, or any other physical attributes.

SUPER-SPEED



Cost: 6 points per rank

Type: Power (Array)

Effect: Movement

Action: Move

Ability Score: Dexterity

PMV's: None

Progression: Descriptive. See Text

Use: At-Will

Duration: Continuous

Super speed allows your character to move with blinding speed. For each rank in super speed you gain the following benefits:

- +1 base speed
- +2 Initiative
- +1 Rank of Quickness
- +1 to Ac and Reflex Defense

Outside of combat, your running speed is determined by the Fast Progression chart, starting at a speed of 10kmph, increasing to 10 billion kilometers per hour, which is about the speed of light.

SPEED



Cost: 2 points per rank

Type: Power

Effect: Movement

Action: Move

Ability Score: Dexterity

PMV's: None

Progression: Descriptive. See Text

Use: At-Will

Duration: Permanent

You are able to move quickly. Each rank increases your base speed by 1.

SUMMONING



Cost: 4 points per rank

Type: Power

Effect: General / Utility

Action: Standard

Ability Score: Chosen

PMV's: Range, Duration, Targets

Progression: Slow Progression Table

Use: Daily

Duration: Continuous

You can summon minions to do your bidding. Each minion is a separate character built from 10 points per rank, to assign to powers. The minions level is equal to yours.

You summon the minion as a Standard action, and it lasts as long as your Duration PMV. Unless you have the Range PMV, your minions appear adjacent to you. Assign the Targets PMV to summon multiple minions at once.

You have to command your minions as a move action (multiple commands need multiple actions). If you have Telepathy rank 5+ and Mental Link power feat, you can command your minions as a free action.

POWER FEATS

Mental Link

You can communicate telepathically with your minions at any distance.

Sacrifice (Daily, Immediate Reaction)

Once per day, when you are hit by an attack, you can instead shift the damage to one of your minions. If the minion is killed, all of the extra damage is lost.

EXTRAS

Heroic (+2 points per rank)

Your summons are not minions, and have hit points for a normal character of their level.

Horde (+2 Points per rank)

You can summon all of your minions at once, without needing the Targets PMV.

Type (+1/+2 points per rank)

Usually your minions are all identical. This extra allows you to summon a variety of minions. For +1 point per rank, you can summon a general type of creatures (elementals, Birds, Wolves). For +2 points per rank, you can summon a broad category of creatures (Animals, demons, humanoids).

FLAWS

Attitude (-1 Points per rank)

Your summoned minions have their own personalities, and may not always co-operate, or might demand payment for their services.

SPATIAL CONTROL



Cost: 2 points per rank

Type: Power

Effect: Defense, Utility

Action: Standard

Ability Score: Intelligence

PMV's: Range, Duration, Area

Progression: Linear

Use: At-will

Duration: Sustain Standard

You are able to twist, contort, compress or expand spatial dimensions.

For each rank, you can “create” or “destroy” squares on the map.

Expanding space, is like difficult terrain, except the amount of movement needs to cross it is equal to your ranks.

By compressing space you can add your ranks in squares to movement.

ALTERNATE POWERS

Perfect Spatial Awareness

As Super Senses (spatial awareness).

SONIC CONTROL



Cost: 4 points per rank

Type: Power

Effect: Elemental

Action: Standard

Ability Score: Chosen (Charisma)

PMV's: Range, Area

Progression: Factor Progression Chart (Db)

Use: At-will

Duration: Sustain Standard

You can create, control, direct, amplify or decrease sounds within you vicinity.

Starting at 10 decibels, follow the Factor Progression Chart to determine how much you can change a sound. You can also “throw” sounds. You can additionally, create sounds both above and below normal human hearing range, perceptible only to those sensitive to them.

By directing sounds at your opponents, you can distract them, incurring a -1 penalty to all rolls to anyone in range.

At rank 4+, you gain a encounter attack power that deals 1d4 + ability mod damage per rank. This attack ignores the hardness of any crystalline materials.

POWER FEATS

Mimic

You can mimic any sound perfectly, (although you might need to make an opposed Bluff vs. Insight roll to trick others)

SKILLED



Cost: 2 or 4 points per rank

Type: Characteristic

Effect: Trait

Action: None

Ability Score: Chosen

PMV's: None

Progression: Linear.

Use: None.

Duration: Permanent

You gain a +2 bonus to a skill. For 4 points you can become trained in a new skill.

POWER FEATS

Mimic

You can mimic any sound perfectly, (although you might need to make an opposed Bluff vs. Insight roll to trick others)

SENSORY SHIELD



Cost: 2,3 or 4 points per rank

Type: Power

Effect: Sensory, Defense

Action: None

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: None

Duration: Permanent

One of your senses is protected against overload.

Each rank gives you a +1 bonus to your defenses against any attacks that target that sense.

2 points for 3 senses.

3 points for 4 senses.

4 points for all senses.

QUICKNESS



Cost: 3 points per rank

Type: Power

Effect: General / Utility

Action: See Text

Ability Score: Chosen

PMV's: None

Progression: Factor Progression Table

Use: At-Will

Duration: Per action

You can perform routine tasks quickly. For purposes of this power a “routine task” is one where you can take 20 on the check. At rank 1 you perform such tasks at twice normal speed (x2). Each additional rank moves your speed one step up the Factor Progression Table. You cannot use quickness to attack.

FLAWS

One Type (-1 points per rank)

Your quickness only applies to physical or mental tasks.

One Task (-2 Points per rank)

Your quickness only applies to one particular task.

PROTECTION



Cost: 2 or 4 points per rank

Type: Power

Effect: Defensive

Action: None

Ability Score: Chosen (Constitution)

PMV's: None

Progression: Linear

Use: None

Duration: Permanent

Each rank of protection gives you a Resist 4. This resistance applies to either Physical or energy damage types:

Absorption (Physical) is effective against the following damage types: Force, Physical, Ballistic, Weapon Poison and Acid.

Absorption (Energy) is effect against: Cold, Fire, Lightning, Necrotic, Radiant, Psychic and Thunder.

2 Points per rank provides resist to one damage type.

4 Points per rank provides resist to either all Physical or all Energy damage types.

For protection from mental attacks, see Mind Shield (page XX).

EXTRAS

Both Types (+2 points per rank)

You are resistant to Physical and Energy damage types.

MIND SHIELD



Cost: 4 points per rank

Type: Power

Effect: Defensive, Mental

Action: Reflexive

Ability Score: Chosen (Intelligence)

PMV's: None

Progression: Linear

Use: At-Will

Duration: Continuous

This power protects you from mental attacks. Each rank gives the following bonuses:

- +1 Will defense vs. any mental or psychic attacks
- Resist 4 against psychic damage
- Attackers take a -1 penalty to power checks when they use mental effects against you.

PLANT CONTROL



Cost: 4 points per rank

Type: Power

Effect: Elemental

Action: Standard

Ability Score: Chosen

PMV's: Range, Area, Duration, Targets

Progression: Linear.

Use: At-Will

Duration: Sustain Standard

You can control the movement and growth of plants within range. You can move a plant 5 + ranks squares as a move action.

You can increase or decrease the size of plants as per the Factor Progression Chart.

At rank 4+, you can make an attack, for every creature in range. If you hit, the target is immobilized (save ends).

ALTERNATE POWERS

Create Objects (out of plants and wood), Fatigue, Nauseate (controlling intestinal flora), and Stun (pollen causing allergic reactions), Healing.

POWER FEATS

Photosynthesis

Your skin is tinged green with chlorophyll, allowing you to photosynthesize food from water and sunlight. You have the benefits of Immunity (starvation).

OBSCURE



Cost: 1,2,3 or 4 points per rank

Type: Power

Effect: Sensory, Attack

Action: Standard

Ability Score: Chosen

PMV's: Range, Area (Burst).

Progression: Linear.

Use: At-Will

Duration: Sustain Standard

You can create total concealment in an area. Obscure costs 1 point per rank if it affects one sense type, 2 points per rank if it affects two sense types, 3 points per rank if it affects three sense types, and 4 points per rank if it affects all sense types.

Your PMV's determine area and range of your obscuring effect. The Area PMV is mandatory, but range is not (if you don't take it the area is centered on you).

Additionally, your effect gives a -1 penalty per rank against any type of Super-sense tied to the same sense.

POWER FEATS

Selective (Stacks)

For every rank you have in this feat, you can choose a square within your effect that is free from obscuration, negating all penalties.

FLAWS

Partial (-1 Points per rank)

Your effect only creates partial concealment.

NULLIFY



Cost: 2,4 or 6 points per rank

Type: Power

Effect: Defense

Action: Standard

Ability Score: Chosen

PMV's: Range, Area, Targets

Progression: Linear.

Use: Daily, Encounter, Daily.

Duration: Sustain Standard

You can suppress or shut down other's powers. You have to make an opposed power check against a target. If you win, they are denied access to that power until that power would usually recharge. Within your sphere of influence, any power of a rank equal to or less than your ranks -5 are completely suppressed.

You can nullify a daily power on a daily basis, and an encounter every encounter. You can nullify at will power at will.

Every rank give the opposing party a -1 to power checks for every rank in nullify power you possess.

For 2 points per rank, your Nullify affect only one particular power (Telepathy, Super-strength).

For 4 points per rank, you can nullify all powers with a designated descriptor or effect (Fire, Mental, Movement).

For 6 points per rank you can counter all powers.

EXTRAS

- **Duration (+1 per duration step):** If Nullify's duration is increased above Instant, any countered effect cannot be re-activated until the duration expires. The user of the countered effect may use extra effort (see page 120) to gain another opposed check. If successful, the effect can be re-activated.

Nullifying Field (+0): Rather than targeting a specific individual, you can Nullify any affected powers in a radius of (rank × 5) feet around you as a standard action. This is a combination of the Touch range (-1) and burst Area (+1) modifiers. Some characters have a Nullifying Field as an Alternate Power of Nullify.

Power Resistance (+1): You can use Nullify to counter powers used on you (and only you) as a reaction. You cannot nullify other powers. This essentially changes the power's action to Reaction (+3) and its range to Personal (-2).

MIMIC



Cost: 2 or 4 points per rank

Type: Power

Effect: Utility

Action: Standard

Ability Score: Chosen (Intelligence)

PMV's: Range, Targets

Progression: Linear.

Use: At-Will

Duration: Sustain Standard

You can mimic traits of other creatures. You must make an attack against unfriendly or hostile targets (usually against Will defense). The rank of powers you mimic cannot be higher than your rank in mimic. The total number of powers you can mimic at one time is equal to your ranks. You also copy any flaws or extras, but not power feats. A sustain minor action needs to be used to retain powers, but you can sustain them all at once. You also take a -5 penalty to power checks of borrowed powers.

For 2 points per rank, you can mimic skills, gaining temporary training in a skill.

EXTRAS

- **Continuous (+1):** You can retain mimicked traits as long as your power is active, although you cannot exceed your maximum number of mimicked subjects.
- **Extra Subject (+1):** You can mimic the traits of two subjects at once. You must touch each subject separately and each counts as a separate use of your Mimic power. Multiple traits of the same type do not stack; use only the highest bonus. Each additional time you apply this modifier, move the maximum number of subjects one step up the Time and Value Progression Table (5 subjects, then 10, 25, etc.).

- **Perception (+2):** You can mimic any subject you can accurately perceive without the need for an attack roll.

- **Ranged (+1):** You can mimic subjects at normal range by making a ranged attack roll against the subject.

- **Residual (+1):** You can mimic a subject's powers using the residual energy they leave behind in places and objects. This generally requires powers that affect others, and the GM decides what powers and descriptors suit your Residual Mimic effect. You must touch the place or object to absorb any residual energy there.

- **Stacking (+1):** Your mimicked traits stack to a limited degree. You gain the highest mimicked trait and increase it by +1 each time you mimic the same trait. For example, if you mimic three subjects, all with Super-Strength, you take the highest Super-Strength rank and add +2 ranks for the other two subjects. The total stacked bonus still cannot exceed your power rank.

FLAWS

- **Limited (-1):** You can only mimic a particular type of subject. For example, you might only mimic the traits of animals or inanimate objects. Generally, "only humans" doesn't constitute a sufficient limitation, but it may, if nonhumans are especially common in the campaign.

- **Overload (-1):** If you attempt to mimic a trait with a higher rank than your power, you suffer a Side-Effect (see page 115). Typically this is a Blast, Fatigue, or Stun equal to the targeted effect's rank or bonus. For example, if you have Mimic 8 and try to copy a rank 10 power, the attempt fails and you suffer a rank 10 Side-Effect.

- **Resisted (-1):** Subjects get a Will saving throw when you attempt to mimic them (DC 10 + Mimic rank). If the save succeeds, you cannot mimic that subject for the next 24 hours.

- **Tainted (-1):** You acquire your subject's drawbacks (see Drawbacks, page 124) as long as you mimic the subject.

NATURAL WEAPONS



Cost: 2 points per rank

Type: Power

Effect: Attack

Action: Standard

Ability Score: Chosen (Strength)

PMV's: None

Progression: Linear.

Use: At-Will

Duration: Permanent

You possess a natural weapon (claws, fangs, spikes). Each rank gives your natural weapon $1d4 + \text{ability score modifier}$ damage, which you can use at will.

Your natural weapons may give you a +1 bonus per rank to certain Athletics rolls (GM will let you know), such as climbing, depending on the task and the nature of your natural weapons.

MIND CONTROL



Cost: 4 points per rank

Type: Power

Effect: Attack, Mental

Action: Standard

Ability Score: Chosen (Intelligence)

PMV's: Area, Range, Duration, Targets

Progression: Linear

Use: Encounter

Duration: Sustain Standard

You can control others mentally. You can use a standard action to give the controlled creature one action. At first, you can only use their at will powers. Every application on the power requires a new attack roll. Every successive attempt gives the target a +1 bonus to their defense—ultimately the control will be broken.

At rank 6+, you can use the targets encounter powers.

At rank 11+, you can use the targets daily powers.

HEALING



Cost: 4 points per rank

Type: Power

Effect: Healing

Action: Standard

Ability Score: Chosen (Wisdom)

PMV's: Area, Range, , Targets

Progression: Linear

Use: At-will, Encounter, Daily

Duration: Instant

You can heal the wounds of others and yourself. Healing provides you with an at-will, encounter and daily power.

Your at will heal, restores $1d4 +$ ability score modifier damage, per rank.

Your encounter restores $1d6 +$ ability score modifier damage, per rank.

Your daily power restores $1d8 +$ ability score modifier damage per rank.

POWER FEATS

Reattach

You can re attach lost limbs with healing.

EXTRAS / TECHNIQUES

Restore Organs (Encounter)

Revive (Daily)

Cure Disease (Daily)

Remove Poison (Encounter)

FLAWS

Empathic

When you heal, you can feel the wounds of your targets. After healing any targets of hit points equal to or exceeding your hit points, you are dazed until the end of your next turn.

SUPER-MOVEMENT



Cost: 2 points per rank

Type: Power

Effect: Movement

Action: Movement

Ability Score: Chosen (Dexterity)

PMV's: None

Progression: Linear

Use: At-will

Duration: Sustain Move

Each rank gives you a special type of movement ability, multiple ranks gain more movement types. Choose the movement type from below:

For other methods of movement see: Flight, Hyper-flight, Jumping, Speed, Teleport and Water-speed.

MOVEMENT TYPES

Air Walking (Stacks)

You can “walk” on air at half your normal ground movement speed as if it were solid ground, and move up or down at a 45 degree angle at half speed (one-quarter your ground movement speed). For two ranks, you move at your normal ground movement speed (half speed when ascending or descending).

Dimensional Movement (stacks) (Restricted)

You can move from one dimension to another. Dimensional Movement is Instant duration. For one rank, you can move between your home dimension and one other. For two ranks you can move between any of a related group of dimensions (mystical dimensions, alien dimensions, etc.). For three ranks you can travel to any dimension. You can carry up to 100 lbs. with you when you move. Each Progression power feat moves this amount one step up the Time and Value Progression Table (250 lbs., 500 lbs., etc.). Since this effect can be extremely useful in some situations, the GM should carefully regulate its use, possibly requiring modifiers like Limited or Unreliable or even disallowing it for player characters altogether.

Permeate (Stacks)

You can pass through solid objects as if they weren't there. For one rank, you can move through any physical object as if it were very difficult terrain. For two ranks, you can move through as if the object was difficult terrain. For three ranks, you can move at your normal speed through any obstacles. You cannot breathe while inside a solid object, so you need Immunity to Suffocation or you have to hold your breath. You may also need a Super-Sense (such as X-Ray Vision) to see where you're going. Permeate is often limited to a particular substance (like earth, ice, or metal, for example) as a -1 modifier. Permeate provides no protection against attacks, although you do gain total cover while inside an object.

Swinging

You can swing through the air at your normal ground movement speed, using a swing-line you provide or available lines and projections (tree limbs, flagpoles, vines, telephone- and power-lines, etc.).

Balance

You never lose your balance, and automatically succeed on any balance based acrobatics or athletics checks.

Slow Fall (stacks)

You gain a damage reduction to falls only, equal to 10 per application of this power.

Slithering

You can move along the ground at your normal speed while prone instead of crawling at a rate of 5 feet per move action. You suffer no penalties for mak-

Sure-Footed (Stacks)

You're better able to deal with obstacles and obstructions to movement. You ignore difficult terrain, or very difficult terrain for 2 ranks.

Wall-Crawling (Stacks)

You can climb walls and ceilings at half your normal speed with no chance of falling and no need for a Climb skill check. You take a -2 penalty to AC and Reflex while climbing unless you are trained in the Athletics skill. An additional rank of Super-Movement applied to this effect means you climb at your full speed and are not flat-footed while climbing.

Temporal Movement (Stacks) (Restricted) **(Progression—Time)**

You can move through time. Temporal Movement is Instant duration. For one rank, you can move between the present and another fixed point in time (such as 100 years into the past, or 1,000 years into the future). For two ranks you can move to any point in either the past or the future, within the maximum defined by the time chart. You can carry up to 100 lbs. with you when you move. Each Progression power feat increases this amount by the factor table. Temporal mechanics and the effects of time travel are left up to the GM. Since this is an extremely powerful ability, the GM should carefully regulate its use, possibly requiring modifiers like Limited or Unreliable or even disallowing it for player characters altogether.

Trackless

You leave no trail and cannot be tracked using visual senses (although you can still be tracked using scent or other means). You step so lightly you can walk across the surface of soft sand or even snow without leaving tracks and you have total concealment from tremorsense.

Water-Walking (Stacks)

You are able to walk on water as if on land. For 1 rank, you can move as if slowed (2 squares) on water. For 2 ranks, you can move full speed across water.

FLIGHT



Cost: 4 points per rank

Type: Power

Effect: Movement

Action: Move

Ability Score: Chosen (Dexterity)

PMV's: None

Progression: Fast Progression Chart (km's)

Use: At-will

Duration: Sustain Move

Flight allows to your fly. Fancy that.

In combat your fly speed is 10 + ranks.

Outside of combat, use the Fast Progression Table to determine top speed in kilometers.

LIGHT CONTROL



Cost: 4 points per rank

Type: Power

Effect: Elemental

Action: Move

Ability Score: Chosen (Charisma)

PMV's: Rage, Area

Progression: Factor Progression Chart

Use: At-will

Duration: Sustain Standard

For each rank in this power, you can increase the ambient, or sourced lights by a factor based on your rank. (see Factor chart page XX). So at Rank 1, you could increase the light by 2, and at rank 15, you could increase it by a factor of 10 million.

As well as being able to manipulate the intensity of light, you can also affect its modulation (color).

At rank 4+, you can bend lights and shape the light into simple forms (e.g. sphere, cone, spotlight, ambient fog). You can also make an attack that deals no damage but blinds your enemy, until the end of your next turn (encounter).

Alternate Powers

Photovoltaic Blast (Alternate Power)

As Special Attack (see page XX).

Dazzle (Alternate Power)

As Special Attack with the Flare Extra.

Hard Light Objects (Alternate Power)

As Create Object (page XX)

Healing Light (Alternate Power)

As Healing (page XX)

Holograms (Alternate Power)

As Illusion (page XX)

Light Claws (Alternate Power)

As Special Attack, with the Melee only Flaw.

LUCK



Cost: 2 points per rank

Type: Characteristic

Effect: Utility

Action: Reflexive

Ability Score: Chosen (Wisdom)

PMV's: None

Progression: Linear

Use: per Game Session

Duration: Sustain Standard

Every rank gives you the ability to re-roll any roll once per game session. Alternately, you can force your opponent to re-roll.

ENHANCED ABILITY



Cost: 1 points per rank

Type: Power

Effect: Trait

Action: None

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: None

Duration: Permanent

You gain a +2 bonus to your chosen ability score.

The maximum ability score that can be reached is defined by the character level (see page XX).

LEAPING



Cost: 1 points per rank

Type: Power

Effect: Movement

Action: Move

Ability Score: Chosen (Dexterity)

PMV's: None

Progression: Medium Progression Table (meters)

Use: At-Will

Duration: Instant

You can jump epic distances. Every rank gives you a +2 bonus to Athletics (jumping) checks.

In combat, every rank give you 1 square of movement before any made by jump checks).

Out of combat, your maximum jump distance is the Medium Progression chart in meters.

INVISIBILITY



Cost: 2 points per rank

Type: Power

Effect: Defense, Utility

Action: Standard

Ability Score: Chosen

PMV's: Range, Targets, Area

Progression: Linear

Use: At-Will

Duration: Sustain Standard

You can become invisible, gaining total concealment, however, any type of search for you may detect your presence but take a -1 penalty per rank of invisibility. Any attacks you make denies you concealment until you can reactivate the power.

By assigning PMV's, you can make other targets invisible. Targets can resist.

GROWTH



Cost: 8 points per rank

Type: Power (Array)

Effect: Alteration

Action: Standard

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: At-Will

Duration: Continuous

You can grow to great proportions, gaining proportional strength and weight. For every rank of Growth, you gain the following bonuses:

- +4 Strength
- +4 Constitution
- Resist all 4

The increase in Constitution increases your hit points like temporary hit points, that last until the end of the encounter, or as long as you keep your size. When you grow, adjacent creatures are pushed into the next safe square.

At rank 1, you become large size. Your space becomes 4x4, and you gain reach 2. (Up to 4 meters high)

At rank 5, you become Huge sized. Your space becomes 3x3, and you get reach 3. (up to 12 meters high)

At rank 10, you become Gargantuan. Your space becomes 4x4, and you get reach 4. (up to 24 meters high)

At rank 15, you can become Colossal sized. Your space becomes 5x5, and you get reach 4. (up to 48 meters high).

You cannot use the stealth skill while Growth is active.

PHASING



Cost: 4 points per rank

Type: Power

Effect: Defense, Utility

Action: Standard

Ability Score: Chosen

PMV's: Range, Targets, Area, Duration.

Progression: Time Progress

Use: At-Will

Duration: Sustain Standard

You can phase through solid material. You take half damage from all physical and energy attacks, but you cannot attack.

You can remain phased for your ranks in rounds in combat. Out of combat, you can stay phased as per the Duration PMV.

IMMUNITY



Cost: 4 points per rank

Type: Power

Effect: Defense

Action: Reflexive

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: None

Duration: Permanent

You are immune to certain conditions, powers or damage types.

1 rank: aging, disease, poison, one environmental condition (cold, heat, high pressure, radiation, or vacuum), one type of suffocation (breathe normally underwater or in an alien atmosphere, for example), starvation and thirst, need for sleep, or a rare power descriptor (such as your own powers, a close sibling's powers, etc.).

2 ranks: One Keyword.

5 ranks: One damage type.

9 ranks: life support (includes immunity to disease, poison, all environmental conditions, and suffocation).

10 ranks: One Effect. Critical Hits.

20 ranks: Physical / Mental / Energy damage.

30 ranks: Any power affecting a Defense (AC, Fort, Ref, Will).

ILLUSION



Cost: 1,2,3 or 4 points per rank

Type: Power

Effect: Mental, Sensory

Action: Standard

Ability Score: Intelligence

PMV's: Area, Range, Duration, Targets

Progression: Linear

Use: At-Will

Duration: Sustain Standard.

You can create false sensory impressions. For 1 point per rank, you can create an illusion affecting a single sense type. For 2 points per rank, you can affect two sense types. For 3 points per rank, you can affect three sense types. At 4 points per rank, you can affect all sense types.

If any creature interacts with your illusions, you must make an attack roll versus the targets Will Defense. If someone breaks your illusion, it cannot be induced in that target for the rest of the encounter.

HYPERFLIGHT



Cost: 4 points per rank

Type: Power

Effect: Movement

Action: Move

Ability Score: Chosen

PMV's: None

Progression: Factor Progression Table.

Use: At-Will

Duration: Sustain Move

You can travel at super-luminal speeds. Your Hyperflight speed starts at 1x the speed of light at rank one and increases to 1 million times the speed of light, using the Factor Progression Table.

You cannot use hyperflight within the atmosphere of a planet. You also need to have appropriate protection from space.

MASSIVE DAMAGE



Cost: 4 points per rank

Type: Characteristic

Effect: Attack

Action: None

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: None

Duration: Permanent

For each rank in this power, increase the damage die by one, of a specific at will, encounter or daily power.

The Maximum damage for any At-will power is 2d8 per rank.

The maximum damage for any encounter power is 2d10.

The maximum damage you can have for any daily power is 2d12 per rank.

INCREASING DIE TYPES

1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d8 > 2d10 > 2d12 .

MASSIVE DAMAGE



Cost: 2 points per rank

Type: Characteristic

Effect: Defense

Action: reflexive

Ability Score: Chosen

PMV's: None

Progression: Linear

Use: Free

Duration: Permanent

Every rank of Immovable decreases the amount of forced damage by one. By doing so the character can also decrease the damage from Knockback impacts.

Healing Factor (Regeneration)



Cost: 4 points per rank

Type: Power

Effect: Healing

Action: Reflexive

Ability Score: Constitution

PMV's: None.

Progression: Linear.

Use: At Will

Duration: Permanent

Each rank of regeneration provides 2 restored hit points.

At rank 4, your body will regenerate lost limbs and organs.

At rank 8, a character will revive themselves even in they are clinically dead (but not brain dead).

At rank 15, your character will reform and return to life in almost all cases.

Many characters with a Healing Factor may also possess several Immunities (e.g. Aging, Poisons, Diseases etc.). See Immunity (page XX).

Power Feats

Vitality (Hit Points) or (Healing Surges)



Cost: 42points per rank

Each rank increases your hit point total by 8. Alternately, you can purchase additional healing surges, at a rate of 1 per rank.

Type: Characteristic

Effect: Defense

Action: None

Ability Score: Constitution

PMV's: None

Progression: Linear

Use: None

Duration: Permanent

Electrical Control



Cost:

Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Duplication



Cost:

Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Deflect



Cost: Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Datalink



Cost: Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Create Object



Cost:

Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

FORCE FIELDS



Cost: 5 points per rank

Type: Power

Effect: Defense

Action: Standard

Ability Score: Chosen

PMV's: Area, Range, Duration

Progression: Linear

Use: At-Will

Duration: Sustain Standard

Your character can project a force field that provides damage reduction of 4 per rank.

The force field itself has hit points equal to its damage reduction amount. Once this amount of damage is done to the field it drops its effective rank by one.

A damaged field can be restored by 1 rank by spending a healing surge as a move action. If the field sustains damage to equal to double its DR, the field is instantly disabled.

Force Fields also reduce any knock back by its ranks in squares.

EXTRAS

Offensive (+1 Points per rank)

Your force field delivers an electrical shock to those touching it, dealing 1d6 damage for every 4 points of damage reduction the field has currently.

Regenerating (+1 Points per rank)

Your force field regenerates your Intelligence Modifier in damage every round. In this way it can rejuvenate lost ranks of damage reduction.

POWER FEATS

Air Tight

Your force fields can prevent the passage of gas molecules.

Blocks Incorporeal

Your force field also blocks incorporeal or phased creatures.

Blocks Teleport

Your force field blocks teleports.

Field-Penetrating

When your force field comes into contact with another, if it is lower in rank you can ignore its effects. If it is equal ranks, both creatures roll a power use check, the higher wins.



Shrinking



Cost: You can decrease your size and return to normal. Each rank of shrinking gives you the following bonuses:

Type:

- +1 AC and reflex defense

Effect:

- +2 to Stealth checks

Action:

- +2 Dexterity

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Flaws

Feat

Ranks

Effect

PP

Supers 4E

Character Sheet

Name:		Alias:		Total Exp
Concept:		Level/Total PP:		
Gender:	Age:	Height:	Weight:	Power Source
Alignment:		Group:		

=					INITIATIVE		Aura			MOVEMENT		
SCORE	1/2 Lv	DEX	Misc	Power			Land	Other	Other			

=							DEFENCES				
AC	10+1/2 lv	Armor	Feat	Power	Class	Misc	Special Defenses				

ABILITY SCORES										
STR	Abl. Mod	Mod + 1/2	=	Fort	+1/2 lv	Class	Feat	Enhance-	Power	Misc
CON	Abl. Mod	Mod + 1/2		Reflex	+1/2 lv	Class	Feat	Enhancement	Power	Misc
DEX	Abl. Mod	Mod + 1/2		Will	+1/2 lv	Class	Feat	Enhancement	Power	Misc
INT	Abl. Mod	Mod + 1/2								
WIS	Abl. Mod	Mod + 1/2								
CHA	Abl. Mod	Mod + 1/2								

SENSES			ATTACK WORKSPACE						
SCORE	Passive Insight	10 +	Skill Bonus	ATK Bonus	1/2 lv	Ability	Feat	Enhancement	Power
SCORE	Passive Perception	10 +	Skill Bonus	ATK Bonus	1/2 lv	Ability	Feat	Enhancement	Power

HIT POINTS					HERO POINTS	
MAX HP	Bloodied	Healing Surge	Heal surges	Regeneration	Hero Pts	
Current HP					FEATS	
Resist Resist Resist Resist Resist					Second Wind Used _____ _____ _____ _____ _____	
IMMUNITIES						

Chapter Heading

Subheadings

Text

Conditions

BLINDED

- ◆ You grant combat advantage.
- ◆ You can't see any target (your targets have total concealment).
- ◆ You take a –10 penalty to Perception checks.
- ◆ You can't flank an enemy.

DAZED

- ◆ You grant combat advantage.
- ◆ You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ◆ You can't flank an enemy.

DEAFENED

- ◆ You can't hear anything.
- ◆ You take a –10 penalty to Perception checks.

DOMINATED

- ◆ You're dazed.
- ◆ The dominating creature chooses your action. The only powers it can make you use are at-will powers.

DYING

- ◆ You're unconscious.
- ◆ You're at 0 or negative hit points.
- ◆ You make a death saving throw every round.

HELPLESS

- ◆ You grant combat advantage.
- ◆ You can be the target of a coup de grace.

Note: Usually you're helpless because you're unconscious.

IMMOBILIZED

- ◆ You can't move from your space, although you can teleport and can be forced to move by a pull, a push, or a slide.

MARKED

- ◆ You take a –2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

PETRIFIED

- ◆ You have been turned to stone.
- ◆ You can't take actions.
- ◆ You gain resist 20 to all damage.
- ◆ You are unaware of your surroundings.
- ◆ You don't age.

PRONE

- ◆ You grant combat advantage to enemies making melee attacks against you.
- ◆ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ◆ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- ◆ You take a –2 penalty to attack rolls.
- ◆ You can drop prone as a minor action.

RESTRAINED

- ◆ You grant combat advantage.
- ◆ You're immobilized.
- ◆ You can't be forced to move by a pull, a push, or a slide.
- ◆ You take a –2 penalty to attack rolls.

SLOWED

- ◆ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.

STUNNED

- ◆ You grant combat advantage.
- ◆ You can't take actions.
- ◆ You can't flank an enemy.

SURPRISED

- ◆ You grant combat advantage.
- ◆ You can't take actions, other than free actions.
- ◆ You can't flank an enemy.

[Power Name] - The powers name

Cost: The cost per rank of a given power.

Type: Power or Characteristic.

Effect: Alteration, Attack, Defense, General, Mental, Movement, Sensory, Trait, Healing, Elemental.

Action: Minor, move or standard. Sometimes other.

Duration: Instant, Sustained (Standard, Move, Minor), Continuous, Lasting, Permanent.

Ability Score: Ability score, or Chosen.

PMV's: Lists any relevant PMV's: Range , Area, Duration, Targets.

Progression: Slow, Medium, Fast, Factor, Time.

Use: Daily, Encounter, At-Will, Special.

[Description] - Describes the Power

[Rank Levels] - Determines the specific range of power and utility as per rank, usually for non linear powers, such as telepathy.

Power Feats: Includes Alternate Powers.

Extras: Lists extras

Flaws:



Healing



Healing over time



Attack



Defense



Alteration



Movement



Mental



Sensory



Trait



General



Elemental

List of Feats (m&m)

Accurate Attack

Acrobatic Bluff

All out Attack

Animal Empathy

Artificer

Assessment

Attack Focus

Attack Specialization

Attractive

Blind Fight

Contacts

Critical Strike

Eidetic Memory

Environmental Adaptation

Evasion

Fearsome Presence

Improved Aim

Improved Block

Improved defense

Improved Initiative

Instant up

Inventor

Radiation Control



Cost: You can control radiation.

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Morph (Shapeshifting—humanoid?)



Cost:

Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Gravity Control



Cost:

Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

ESP (Remote Viewing)



Cost: Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Elongation



Cost:

Description

Type:

Effect:

Action:

Ability Score:

PMV's:

Progression:

Use:

Duration:

Power Feats

Extras

Flaws

Nightcrawler	Level 14 (183 PP) Striker
Medium Mutant (Teleporter)	XP 1,000
Initiative +16 Senses Perception+8;	
HP 156	Bloodied 78
AC 22 Fortitude 22 Reflex 31 Will 17	
Resist All 8	
Speed 6, Teleport 1km (Extended 500km)	
Hero Points 2	
Character Flaws Demonic Appearance (-4 to Social)	
Punch (Standard, at will) Physical (Melee)	
+9 vs. AC; 4d4 +9 Physical damage	
Scissor Kick (Standard, Encounter) Physical (Melee)	
+11 vs. AC; 4d12 + 13 physical damage.	
Disorienting Teleport (Standard, Daily)	
Range 17, +18 vs. Reflex; 4d12 + 13 physical damage. Target is dazed (save ends).	
Teleporting Dodge (Immediate Interrupt, Daily)	
You dodge an incoming attack, and can teleport to any square within range.	
Affiliation Weapon X	Languages German
Skills Acrobatics +21; Stealth +26, Athletics +21.	
Str (13) (+8) Dex (29) (+16) Wis (13) (+8)	
Con (20) (+12) Int (12) (+8) Cha (10) (+7)	
Teleport rank 7 (63 PP), Change Velocity, Cargo (x5), Turnabout (+1), PMV's (Range 7, Targets 2).	
Nightcrawler can teleport up to 4 others and 250kg's of cargo, up to 500km (or 17 squares in combat).	
Enhanced Dexterity Rank 5 (+10 dex) [5 pp], Concealment Rank 5 (+5 to Stealth) [10 pp], Vitality Rank 3 (+24 HP) [15 pp], Enhanced Constitution Rank 3 (+6 Con) [3 pp], Additional Limbs Rank 1 (Prehensile tail) [1 pp], Leaping Rank 2 (+2 squares) [8 pp], Massive Damage Rank 5 (+3 Encounter, +2 Daily) [12 pp], Defense Combat Mastery Rank 10 (+5 AC and Reflex) [20 pp], Protection Rank 2 (Resist all 8) [8 pp], Gadget Rank 1 (Holographic disguise) [2 pp].	

Juggernaut	Level 14 (250 PP) Solo Soldier
Large Mutant (Brick)	XP 7,000
Initiative +16 Senses Perception+8;	
HP 1000	Bloodied 500
AC 25 Fortitude 25 Reflex 18 Will 19	
Resist All (Physical) 28 Immune Mental, Life Support	
Speed 6, Jump +4 squares (25 meters max)	
Hero Points 2	
Punch (Standard, at will) Physical (Melee)	
Reach 2, +21 vs. AC; 7d4 + 13 Physical damage. Ignores up to 20 Physical Resist.	
Hammer Punch (Standard, Encounter X3) (Melee)	
Reach 2, +21 vs. AC; 7d10 + 13 damage. Target is knocked back 7 squares. (-20 Resist)	
King Hit (Standard, Daily—Reliable) (Melee)	
Reach 2, +21 vs. AC, 7d12 + 13 physical damage. If you miss this power is not expended.	
Affiliation Weapon X	Languages English
Skills Athletics +26.	
Str (36) (+21) Dex (10) (+8) Wis (12) (+9)	
Con (32) (+19) Int (11) (+8) Cha (13) (+9)	
Enhanced Strength Rank 16 (+16 Str) [16 pp], Enhanced Constitution Rank 16 (+16 Con) [16 pp], Protection (Physical) Rank 7 (DR 28) [28 pp], Immunity (Mental and Life Support) rank 19 [76 pp], Immovable Rank 7 (-7 square of forced movement) [7 pp], Special Attack rank 7 [47 pp], Special Defence (+7 AC and Fort) [28 pp], Massive Damage rank 4 [16 pp], Jumping rank 4 (+4 squares) [16 pp], Vitality rank 5 (+40 HP) [10 pp].	

Enemy Statblocks

Name:

Alias:

Subheadings

Character Name **Level # (Total PP) Role**

Size Origin Type (Keyword) **XP #**

Initiative **Senses Perception+#; Special Senses**

Aura Name (keyword) Aura #, effect.

HP **Bloodied**

AC #; Fortitude #; Reflex #; Will #

Saving Throws #

Speed #

Action Points #

[Type] Power Name (Action, Recharge) + Keyword(s)

Reach; range, area or targets. Attack bonus vs. target defense; effect. Miss: effect (if any). Secondary Attack or effect.

[Type] Power Name (Action, Recharge) + Keyword(s)

Reach; range, area or targets. Attack bonus vs. target defense; effect. Miss: effect (if any). Secondary Attack or effect.

Alignment **Languages**

Skills skill name +#; skill name +#

Str (Score) (+#) **Dex** (Score) (+#) **Wis** (Score) (+#)

Con (Score) (+#) **Int** (Score) (+#) **Cha** (Score) (+#)

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+#), Flaws (-#); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+#), Flaws (-#); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+#), Flaws (-#); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+#), Flaws (-#); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+#), Flaws (-#); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+#), Flaws (-#); effect.

Project X Marine, Commander

Level 8 (140 PP) Elite Soldier

Medium Human

XP 700

Initiative **Senses Perception+##; Special Senses**

Aura Name (keyword) Aura #, effect.

HP **Bloodied**

AC #; Fortitude #; Reflex #; Will #

Saving Throws #

Speed #

Action Points #

[Type] Power Name (Action, Recharge) + Keyword(s)

Reach; range, area or targets. Attack bonus vs. target defense; effect. Miss: effect (if any). Secondary Attack or effect.

[Type] Power Name (Action, Recharge) + Keyword(s)

Reach; range, area or targets. Attack bonus vs. target defense; effect. Miss: effect (if any). Secondary Attack or effect.

Alignment Project X **Languages** English

Skills skill name +##; skill name +##

Str (23) (+6) **Dex** (13) (+1) **Wis** (10) (+0)

Con (21) (+5) **Int** (12) (+1) **Cha** (11) (+0)

Powers: **Special Attack** rank 4 (52 PP)

Enhanced Ability rank 10 (10 PP), (+5 STR +5 CON), **Protection** rank 5 (30 PP), Both Types (+2); 20 Resist Physical and Energy, **Massive Damage** rank 3 (12 PP), (Grenades +3 die types), **Super-senses** (Thermal Vision) rank 1 (4 PP), Wearer gains darkvision, **Special Defense** (Heal up!) ranks # (4 PP), **Communication** Rank 4 (12 PP) (Radios).

Character Name **Level # (Total PP) Role**

Size Origin Type (Keyword) **XP #**

Initiative **Senses Perception+##; Special Senses**

Aura Name (keyword) Aura #, effect.

HP **Bloodied**

AC #; Fortitude #; Reflex #; Will #

Saving Throws #

Speed #

Action Points #

[Type] Power Name (Action, Recharge) + Keyword(s)

Reach; range, area or targets. Attack bonus vs. target defense; effect. Miss: effect (if any). Secondary Attack or effect.

[Type] Power Name (Action, Recharge) + Keyword(s)

Reach; range, area or targets. Attack bonus vs. target defense; effect. Miss: effect (if any). Secondary Attack or effect.

Alignment **Languages**

Skills skill name +##; skill name +##

Str (Score) (+##) **Dex** (Score) (+##) **Wis** (Score) (+##)

Con (Score) (+##) **Int** (Score) (+##) **Cha** (Score) (+##)

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+##), Flaws (-##); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+##), Flaws (-##); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+##), Flaws (-##); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+##), Flaws (-##); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+##), Flaws (-##); effect.

Powers: (power name) ranks # (cost PP), power feats (ranks #), Extras (+##), Flaws (-##); effect.

PARAGON PATHS

BLASTER (STRIKER)

Reduce activation time
Reduce Sustain (Extended Duration)
Extra Damage
Enrage
Crack Shot
Extra Daily
Extra Encounter
Extra Hero Point
Superior Skill (take 20)
Power Flexibility
Pugilists Resolve
Dual Damage Type
Push Power X2
Adrenal Surge
Hide in plain sight
Prolong Effect (Becomes save end)
Indomitable Will
Iron Fortitude
Lightning Reflexes
Indestructible
Intensity
Master Feint
Adaptive Body
Invention
Phenomenal Strength (Ability)
Back-to-the-Wall
Metahuman Superiority
Indistinguishable
Invisible power

Paragon Paths

Blaster
Brick
Psychic
Scientist
Elementalist
Spy
Healer
Scrapper
Paragon
Shapechanger

Reduce sustain
Reduce Activation

Extras Master List

Accurate
Affects Insubstantial
Alternate Power
Dimensional
Extended Reach
Homing
Improved Range
Incurable
Indirect
Innate
Precise
Progression
Reversible
Ricochet
Sedation
Selective
Slow Fade
Split Attack
Subtle
Triggered

Extras

Affects Corporeal
Affects Others
Area
Attack
Aura
Linked
Penetrating
Poison
Range
Selective Attack
Sleep
Total Fade
Vampiric

Flaws

Action
Distracting
Duration
Fades
Feedback
Limited
Permanent
Range
Restorative
Sense-Dependant
Side Effect
Tiring
Uncontrolled
Unreliable